# HARMONIOUS CHOIR OF THE WORDS

*Celestial Spirits of Language and Song*

**Habitat:** Planar (Upper Planes); **Treasure:** None

Appearing as a small ball of radiant light, harmonious choirs are often difficult to make out from a distance as they move extremely fast, however, up close the small orb of light is revealed to be a humanoid face wreathed in radiant energy, surrounded by countless words and phrases in all manner of different languages. They are beings composed of the very essence housed in the Language of Creation, and as such are entities of pure linguistics and song. They have a passion for conversation of any kind, caring not if the contents of that conversation is a debate and reconstruction of ideas among peers or merely a tutorial given to a creature seeking knowledge, to them the mere act of exchanging words is beautiful in its own right.

Harmonious choirs sing frequently and do so with a myriad of unseen voices which all emerge from the same being. This uncanny pattern of speech also flows into their normal speaking voice which can be unsettling at first. They have an uncanny ability to speak in every language at once, magically ensuring that the language the listener is most familiar with is the one that reaches their ears.

Harmonious choirs are also near obsessive with their desire to acquire new knowledge. Even the most insignificant piece of information can spark excitement within them. They are generally friendly creatures and are more than happy to share what knowledge they have with others, though they do tend to ramble on in countless different directions so keeping a harmonious choir focused on the task at hand can be a difficult if not impossible task at times.

They prefer not to engage in violence, but if pushed into combat or forced to protect creatures they are watching over, a harmonious choir can quickly become incredibly dangerous. By using their mastery and innate understanding of the Language of Creation, they will sometimes be able to determine a creature's true name with the use of a Legend Lore spell, and then use that knowledge to the creature's detriment.

# Harmonious Choir of the Words

*Small Celestial, Neutral Good*

**AC** 19 **Initiative** +13 (23)
**Hit Points** 70 (20d6 + 0)
**Speed** Fly 120 ft. (hover)

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 1 | -5 | -3 | **DEX** 20 | +5 | +7 | **CON** 10 | +0 | +6 |
| **INT** 20 | +5 | +7 | **WIS** 20 | +5 | +7 | **CHA** 20 | +5 | +7 |

**Skills** Arcana +9, Insight +9, Nature +9, Perception +9, Performance +13, Persuasion +9, Religion +9
**Immunities** Acid, Lightning, Necrotic, Poison; Charmed, Poisoned
**Resistances** Radiant
**Senses** Truesight 120 ft., Passive Perception 19
**Languages** All
**Challenge** 11 (XP 7,200; PB +4)

## Traits

***Divine Awareness.*** The choir knows if it hears a lie.

***Divine Resistance.*** The choir has Advantage on saving throws against spells and other magical effects. The choir automatically succeeds on saving throws against necromancy spells, and the attack rolls of necromancy spells automatically miss it.

***Harmonious Aura.*** All allies of the choir within a 20 foot emanation (including the choir, already factored into its stats) get a +2 bonus to their Armor Class and every Saving Throw.

***Immutable Form.*** The choir can't shape-shift.

**Incorporeal Movement.** The choir can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

## Actions

***Multiattack.*** The choir uses its Light Ray and then casts a spell.

***Light Ray.*** *Ranged Attack Roll:* +9 to hit, range 80/300 ft. *Hit:* 38 (6d10 + 5) Radiant damage.

***Incarnate Vessel.*** *Charisma Saving Throw:* DC 17, one Humanoid the choir can see within 300 feet. *Failure:* The target is possessed by the choir; the choir disappears, and the target has the Incapacitated condition and loses control of its body. The choir now controls the body, but the target retains awareness. The choir can't be targeted by any attack, spell, or other effect, except ones that specifically target Celestials. The choir's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body drops to 0 Hit Points or the choir leaves as a Bonus Action. When the possession ends, the choir appears in an unoccupied space within 300 feet of the target, and the target is immune to this choir's Possession for 24 hours.

*Success:* The target is immune to this choir's Possession for 24 hours.

***Spellcasting.*** The creature's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *Commune, Daylight, Detect Thoughts, Detect Magic, Dispel Magic, Legend Lore, Mage Hand, Mending, Message, Speak With Dead*
• 3/day each: *Blindness/Deafness, Calm Emotions, Confusion, Glyph of Warding, Major Image, Mirror Images, Remove Curse, Sleep, Slow*
• 1/day each: *Modify Memory, Power Word Fortify, Power Word Stun, Prismatic Spray*

## Bonus Actions

***Utterance of Truth.*** If the choir knows the true name of a creature, it speaks that name and chooses one of the following effects to last until the start of the choir's next turn;

- The creature loses all damage resistances.
- The creature has Disadvantage on all D20 Tests.
- The choir can cast Planar Binding on the creature as an action before the end of the choir's current turn.

## Reactions

***Gregarious Choir.*** *Trigger*: a creature within 60 feet of the choir fails a D20 Test. *Response*: The creature rolls 1d10 and adds the number rolled to the result.

*Created by:* ***JOSIAH "DUNGEON DAD" AMBROSE***
*Art by:* ***ATOMIC INK***
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